

Appendix

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/******Example_Rsc.h******/
#define MainForm 1001

/******Example.h******/
#ifndef EXAMPLE_H_
#define EXAMPLE_H_
#define appFileCreator 'STRT'
#define appName "Example"
#define appVersionNum 0x01
#define appPrefID 0x00
#define appPrefVersionNum 0x01
#endif

/******Example.c******/
#include <PalmOS.h>
#include <PalmOSGlue.h>
#include "Example.h"
#include "Example_Rsc.h"

Boolean NO = false, YES = true, void0;
Coord void1, void2;
Boolean IsPenDown, IsButtonDown;

BitmapType *gBitmapP = NULL;
WinHandle OnscreenWindow, OffscreenWindow;
RectangleType OnscreenRectangle, OffscreenRectangle;

int C = 160, D = 160;
int E = 540, F = 720;
Coord a1, b1, a2, b2;
Coord e1, f1, e2, f2;
int x = 0, y = 0;
int g = 190, h = 200;

static Boolean StartMain(EventType * eventP)
{
    if(IsPenDown == NO)
    {
        return true;
    }
    else
    {
        EvtGetPen(&a1, &b1, &void0);

        e1 = g + (a1 - x);
        f1 = h + (b1 - y);

        if(eventP->eType == penDownEvent)
        {
            if(IsButtonDown == YES)
            {
                a2 = a1;
                b2 = b1;
                e2 = e1;
                f2 = f1;

                return true;
            }
            else
            {
                WinSetDrawWindow(OffscreenWindow);
                WinPaintPixel(e1, f1);
                WinSetDrawWindow(OnscreenWindow);

                WinCopyRectangle(OffscreenWindow, OnscreenWindow,
                                &OffscreenRectangle, x, y, winPaint);

                a2 = a1;
                b2 = b1;
                e2 = e1;
                f2 = f1;

                return true;
            }
        }
        else if(eventP->eType == penMoveEvent)
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        {
            if(IsButtonDown == YES)
            {
                g = g + (a2 - a1);
                h = h + (b2 - b1);
                RctSetRectangle(&OffscreenRectangle, g, h, C, D);

                WinCopyRectangle(OffscreenWindow, OnscreenWindow,
                                &OffscreenRectangle, x, y, winPaint);

                a2 = a1;
                b2 = b1;
                e2 = e1;
                f2 = f1;

                return true;
            }
            else
            {
                WinSetDrawwindow(OffscreenWindow);
                WinPaintLine(e2, f2, e1, f1);
                WinSetDrawwindow(OnscreenWindow);

                WinCopyRectangle(OffscreenWindow, OnscreenWindow,
                                &OffscreenRectangle, x, y, winPaint);

                a2 = a1;
                b2 = b1;
                e2 = e1;
                f2 = f1;

                return true;
            }
        }
        else
        {
            return false;
        }
    }
}

static Boolean MainFormHandleEvent(EventType * eventP)
{
    FormType * frmP;
    Err error;

    if(eventP->eType == frmOpenEvent)
    {
        frmP = FrmGetActiveForm();
        FrmDrawForm(frmP);

        OnscreenWindow = WinGetDisplayWindow();
        RctSetRectangle(&OnscreenRectangle, x, y, C, D);

        gBitmapP = BmpCreate(E, F, 1, NULL, &error);
        OffscreenWindow = WinCreateBitmapWindow(gBitmapP, &error);
        RctSetRectangle(&OffscreenRectangle, g, h, C, D);

        return true;
    }
    else if(eventP->eType == frmCloseEvent)
    {
        WinDeletewindow(OffscreenWindow, false);
        BmpDelete(gBitmapP);

        return false;
    }
    else
    {
        if(keyBitHard1 == KeyCurrentState()) IsButtonDown = YES;
        else IsButtonDown = NO;
        EvtGetPen(&void1, &void2, &IsPenDown);

        return StartMain(eventP);
    }
}

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static Boolean AppHandleEvent(EventType * eventP)
{
    UInt16 formId;
    FormType * frmP;

    if (eventP->eType == frmLoadEvent)
    {
        formId = eventP->data.frmLoad.formID;
        frmP = FrmInitForm(formId);
        FrmSetActiveForm(frmP);

        switch (formId)
        {
            case MainForm:
                FrmSetEventHandler(frmP, MainFormHandleEvent);
                break;

            default:
                break;
        }

        return true;
    }

    return false;
}

static void AppEventLoop(void)
{
    UInt16 error;
    EventType event;

    do
    {
        EvtGetEvent(&event, evtWaitForever);

        if (event.eType != keyDownEvent)
            ;

        else if (event.data.keyDown.modifiers & poweredOnKeyMask)
            ;

        else if (event.data.keyDown.chr == vchrHard1)
            continue;

        if (! SysHandleEvent(&event))
        {
            if (! MenuHandleEvent(0, &event, &error))
            {
                if (! AppHandleEvent(&event))
                {
                    FrmDispatchEvent(&event);
                }
            }
        }

        } while (event.eType != appStopEvent);
}

UInt32 PilotMain(UInt16 cmd, MemPtr cmdPBP, UInt16 launchFlags)
{
    switch (cmd)
    {
        case sysAppLaunchCmdNormalLaunch:
            FrmGotoForm(MainForm);
            AppEventLoop();
            FrmCloseAllForms();
            break;

        default:
            break;
    }

    return errNone;
}

```